

**Amendments to the Specification:**

Please replace the paragraph beginning at page 3, line 1, with the following amended paragraph:

Summary of the Invention

Please replace the paragraph beginning at page 5, line 27, with the following amended paragraph:

The depth of an object or objects may be determined either manually, automatically or semi-automatically. The depth of the objects may be assigned using any alphanumeric, visual, audible or tactile information. In another embodiment the depth of the object may be assigned a numerical value. This value may be positive or negative, in a linear or non-linear series and contain single or multiple digits. In a preferred embodiment this value will range from 0 to 255, to enable the value to be encoded in a single byte, where 255 represents objects that are to appear, once converted, at a 3D position closest to the viewer and 0 for objects that are at the furthest 3D distance from the viewer. Obviously this convention may be altered, e.g., reversed or another range used.

Please delete the paragraph (line) beginning at page 3, line 6, which starts with "Summary".

Please replace the paragraph beginning at page 13, line 14, with the following amended paragraph:

In a more practical sense, and considering for example a Flash animation file comprising four layers, Layer 1, Layer 2, Layer 3 and Layer 4 as shown in Figure 1. The operator would load the file into the Macromedia Flash software. The objects shown in Figure 2 exist on the respective layers. In a preferred embodiment the operator would click with a mouse on each object, for example the "person" on Layer 1. The software would then open a menu that would allow the operator to select a depth characteristic for the object. The menu would include simple selections such as absolute or relative depth from the viewer and complex depths. For example the menu may include a predetermined bump map for an object type "person" that, along with the depth selected by the operator, would be applied to the object. After selecting the depth characteristics

the software would create a new layer, Layer 5 in this example, and copy the "person" with the necessary lateral shifts and stretching onto this new layer. The original Layer 1 would also be modified to have the necessary lateral shifts and stretching. This procedure would be repeated for each object on each layer which would result in additional layers 6, 7 and 8 being created. Layers 1 to 4 would then be composited to form for example the left eye image and layers 5 to 8 the right eye image.

Please replace the Abstract of the Disclosure with the following amended abstract. A replacement abstract is annexed hereto on a separate sheet:

A method of producing left and right eye images for a stereoscopic display from a layered source including at least one layer, and at least one object on the at least one layer, includes the steps of defining a depth characteristic for each object or layer and respectively displacing each object or layer by a determined amount in a lateral direction as a function of the depth characteristic of each layer.